

**Amendments to the Claims:**

Please amend claims 7, 21 and 33 as shown in the claim listing below. Claims 1-6 and 17-20 have been cancelled. All pending and withdrawn claims are listed below. This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

1-6 (Cancelled)

7. (Currently Amended) An electronic gaming machine comprising;
- a primary game including one or more gaming indicia;
  - a secondary game in the form of a blender, said blender being activated upon one or more pre-established outcomes defined by the gaming indicia of the primary game;
  - wherein upon activation of the blender causes multiple contained award indicators to circulate within the blender until one or more of the contained award indicators from within the blender [[is]] are randomly isolated in proximity to the blender, said random isolation not linked to any machine processor or random number generator; and
  - wherein said values or symbols depicted on the one or more isolated award indicators define a secondary game award.
8. (Original) The gaming machine of claim 7 wherein the award indicators are generally in the shape of cubes.
9. (Original) The gaming machine of claim 7 wherein the machine further comprises one or more speakers for outputting audible sounds related to the activation of the blender.
10. (Original) The gaming machine of claim 7 wherein the values or symbols depicted on the one or more award indicators include multipliers and bonuses.
11. (Original) The gaming machine of claim 7 wherein the circulation of the award indicators is facilitated by an air supply in communication with the blender.

12. (Original) The gaming machine of claim 7 wherein the award indicators are isolated in a transparent cap of a blender lid.

13. (Original) The gaming machine of claim 12 wherein the cap of the blender lid is in communication with a vacuum tube.

14. (Original) The gaming machine of claim 13 wherein the vacuum tube includes one or more levers for isolating one or more award indicators.

15. (Original) The gaming machine of claim 14 wherein the levers are controlled by a gaming machine processor.

16. (Previously Presented) The gaming machine of claim 14 wherein a jackpot associated with the secondary game comprises multiple indicators being isolated in a pre-established order.

17-20 (Cancelled)

21. (Currently Amended) A method of providing a secondary game award comprising the steps of:

- providing a primary game having one or more gaming indicia;
- providing a blender in communication with said primary game;
- activating said blender upon one or more pre-established outcomes defined by the gaming indicia of the primary game;

- wherein activating said blender causes multiple award indicators having values or symbols depicted thereon to circulate within the blender;

- randomly isolating one or more of the award indicators from within the blender, said random isolation not linked to any machine processor or random number generator; and

determining and awarding a bonus game award based on the values or symbols depicted on the isolated award indicators.

22. (Original) The method of claim 21 wherein the circulation of the award indicators is facilitated by an air supply in communication with the blender.

23. (Original) The method of claim 21 wherein the award indicators are generally in the shape of cubes.

24. (Original) The method of claim 21 wherein one or more speakers output audible sounds related to the activation of the blender.

25. (Original) The method of claim 21 wherein the award indicators are isolated in a transparent cap of a blender lid.

26. (Original) The method of claim 21 wherein the award indicators are isolated in a transparent tube in communication with the blender.

27. (Previously Presented) The method of claim 26 wherein the cap of the blender lid is in communication with a vacuum tube.

28. (Previously Presented) The method of claim 27 wherein the vacuum tube includes one or more levers for capturing one or more award indicators.

29. (Previously Presented) The machine method of claim 28 wherein the levers are controlled by a gaming machine processor.

30. (Previously Presented) The method of claim 21 wherein the blender automatically activates in response to the one or more pre-established primary game outcomes.

31. (Original) The method of claim 21 wherein a machine interface provides a means for a player to activate the blender.

32. (Previously Presented) The method of claim 21 further comprising the step of awarding a jackpot associated with the secondary game in response to multiple indicators being isolated in a pre-established order.

33. (Currently Amended) An electronic gaming machine comprising;  
a primary game including one or more gaming indicia;  
a secondary game in the form of a blender, said blender being activated upon one or more pre-established outcomes defined by the gaming indicia of the primary game;  
a vacuum tube in communication with a transparent blender cap, said vacuum tube including one or more levers for isolating one or more award indicators from within the blender for player observation; and  
wherein upon activation of the blender causes multiple contained award indicators to circulate within the blender until one or more of the contained award indicators [[is]] are randomly isolated in the transparent blender cap and/or vacuum tube such that values or symbols depicted on the one or more isolated award indicators define a secondary game award, said random isolation not linked to any machine processor or random number generator.